

A Thousand Wild Surges

This file you see is the work of Charles Hoover from the Planescape list. The file contains ten new tables for Wild surges. When a Wild Surge is called for the DM must roll 1d10 to determine on which table to roll the percent die (1d100 or 10d10).

Table 1

- 01 Caster permanently loses one spell chosen randomly (Can relearn at next level).
- 02 An enormous cyclone picks up the target and his/her/its friends and takes them to Kansas (or some other boring, flat, wheat-filled spot in the Prime material plane).
- 03 Caster and target must re-roll their highest stat that is not a prime requisite (roll 4d6 taking the highest 3 dice)
- 04 Caster and target must re-roll their hit points.
- 05 Caster bursts into flames, taking 2d6 in damage.
- 06 Hostile creatures within 60' of the caster are restore to full hit points.
- 07 The caster's weapons flee from him/her as per the Frisky Chest spell.
- 08 Caster must save versus breath weapon or find his/her lungs filled with water. If the saving throw is failed, he caster can do nothing but cough and sputter for 1d4 rounds.
- 09 Caster bursts into flames for 1d4 rounds. Any creature within 10' of caster take 2d6 in fire damage, creatures touching the caster take 3d6 fire damage. The caster is unharmed, but his belongings must save versus magical fire or burn.
- 10 Caster encased in a block of lime jello 10' on a side. Creatures so encased must make a dexterity check to escape (keep rolling every round until the check is made, or pass out in 3 rounds for lack of oxygen).
- 11 Target bursts into flames, taking 2d6 in damage.
- 12 Target chained to the ground (tensile strength of the chains 3000 pounds).
- 13 The ground between the caster and target becomes molten lava. All creatures touching the 5' wide strip of lava must make a dexterity check to get away (keep rolling until you make the check and take 3d6 in fire damage every round the check is failed).
- 14 The ground opens up and swallows the caster to the neck.
- 15 The target, if able to cast spells, casts them all (targeted randomly).
- 16 Target must save versus breath weapon or find his/her lungs filled with water. If the saving throw is failed, the target can do nothing but cough and sputter for 1d4 rounds.
- 17 Caster chained to the ground (tensile strength of chains 3000 pounds).
- 18 Caster's next spell is cast at 1d4 levels lower.
- 19 Some part of the caster becomes permanently invisible (hand, ear, toes, etc.) Dispel Magic to reverse.
- 20 The target's weapons flee from him/her as per the Frisky Chest spell.
- 21 Target sprouts wings and can fly at 24".
- 22 The ground beneath the target becomes slippery as if Greased.
- 23 The wild surge triggers the casting of another memorized spell (chosen randomly).
- 24 10000 pieces of silver rain down in an area 60' in diameter centered on caster. Creatures within the area make a dexterity check to escape, or take 1d6 points in damage from the falling coins.
- 25 All water within 60' of the caster turns to wine. Drink up.
- 26 A free willed Simulacrum of the caster appears 3' in front of the caster; the simulacrum has 65% of the caster's knowledge and abilities, and 50% of the caster's level.
- 27 All creatures within 120 yards of the caster are randomly teleported without error to a position not more than 120 yards from the caster.
- 28 Caster gains a familiar if he/she doesn't already have one. It will appear within 1d4 hours.

29 A geyser erupts midway between caster and target. Anyone within 10 feet take 2d6 in damage from boiling water.

30 A hemisphere 120 yards in diameter centered between target and caster is filled with dense fog, cutting visibility to 1 foot within the region.

31 Caster grows fangs like a vampire. The fangs enable him to bite to attack for 1d3, but reduce the caster's charisma by 1. The fangs can be removed by a cure disease spell. If the caster has fangs already, rolling this surge again will remove them (Toggle).

32 Target is affected by the Wraithform Spell.

33 Caster and friends teleported without error to the next place named (No weight limit).

34 Caster is affected by the Statue Spell.

35 The caster's finger-nails grow to 12 inches in length.

36 The next time that the caster utters the word "Blind," "Kill," or "Stun" it acts as a Power Word spell. (Let the caster name the area of effect).

37 Advanced Illusion of a Wall of Fire surrounding caster.

38 Caster must save versus spell or suffer lycanthropy (type of lycanthropy is chosen to match caster's alignment as closely as possible). If the caster is already a lycanthrope, this surge removes the disease (Toggle).

39 The caster's teeth turn into a white, unbreakable stone. He/she can chew through just about anything (including soft metals), can bite to attack for 1d3, and never gets a cavity again.

40 All creatures within 120 yards of the caster are turned to face the West. (R.E.M.)

41 All creatures in a 15' radius receive a Heal spell. (Let the caster name the area of effect).

42 All spells cast by the caster during the next 24 hours will generate a wild surge.

43 Target is replicated if possible (artifacts, relics, and unique creatures are not replicated).

44 Caster gains a +1 to all saving throws for the next 24 hours

45 Target's next attack results in a crit.

46 Caster's clothes change color to match their surroundings for the next turn, making him/her harder to hit. Melee attacks are at -2, missile attacks at -4.

47 All gold in the caster's possession turns to platinum.

48 Caster and target must re-roll a stat of their choice (roll 4d6 taking the highest 3 dice).

49 Caster is affected by the Wraithform Spell.

50 Caster's skin turns to steel, giving him/her a base armor class of 0 (cumulative with other armor) for 1d6 rounds.

51 Target's skin turns to steel, giving him/her a base armor class of 0 (cumulative with other armor) for 1d6 rounds.

52 An stream of beer shoots forth from the caster's finger-tips for 1d3 rounds.

53 Caster gains 1000 experience points, and generates another wild surge. Roll again.

54 Caster summons a griffon, unicorn, pegasus, or other fantastical animal to serve as a steed. The steed will appear in 1d8 days. Roll again.

55 Target's hit points are raised to maximum for his/her hit dice. Roll again.

56 Caster gains the Midas touch. Anything smaller than the caster that the caster lays hands on in the next 1d3 rounds turns permanently to gold (melee attack required to touch an unwilling opponent, and saving throw versus spell applicable). Roll again.

57 Caster's hit points are raised to maximum for his/her hit dice. Roll again.

58 Caster's next attack results in a crit.

59 Hostile creatures within 60' of caster must save versus death or explode violently.

60 Target is protected by Spell Turning for the next turn.

61 All of the caster's stats raised to 18 for 1 hour.

62 Caster's next spell cast at 30th level.

63 All slain creatures within 60 feet of the caster receive a Raise Dead spell. Roll again.

64 Nearest dead body within 60 yards of caster rises as a juju zombie under caster's control.

65 Caster is protected by Spell Turning for the next turn.

66 Caster permanently gains an additional one spell (choose level randomly). Roll again.

67 Caster casts a magic user spell of his choice from the 8th level or less, no components necessary, casting time 1. (Give the player 10 seconds to decide on the spell.) Roll again.

68 Caster is pulled into the Astral plane, where he is forced to relive the happiest (50 % chance) or worst event of his life. The duration could be anything from a round to several hours. Afterwards he appears in the exact spot he was when he cast the spell, except that time has passed by.

69 Grolantor, the god of hill giants, develops a severe dislike for the caster. Shamans are told to watch out for the "unholy one" and capture him for a ritual sacrifice. 65 % of 1d4-1 hill giant appearing within 200 yards of the caster.

70 Spell works normally. Additionally, a holy symbol of the spiderqueen Lloth (or other nasty god of the DM's

choosing) appears around the caster's neck. Can not be removed unless remove curse is cast.

71 The next 1d4 spells cast by the caster automatically result in wild surges.

72 The next spell cast has its effect split between the caster and the target. Duration and effect is halved. For instance, an invisibility only lasts 12 hours.

73 A momentous voice from the heavens declares: "Listen, you judges! There is another madness as well; and it

comes before the deed. Ah, you have not crept deep enough into this soul!". All creatures hearing this must save vs spells or develop a random insanity (See S&M).

74 Target starts jumping higher and higher, gaining heights of 20-30 feet. After 1d4 turns the effect ends. If indoors, the target takes 1d6 points of damage each time he hits the roof.

75 The spell energy forms into a small shield in front of the caster. This shield has a 5 + caster level % chance of

deflecting any spell attacks back upon their casters. The shield is red-coloured and has an image of a grinning pit fiend. The shield lasts 1d6 days, after which it explodes into a wild surge, accompanied by manic laughter.

76 A small bowl of 4d4+4 biscuits appears in front of caster. For each biscuit eaten, roll 1d12. On a 1, the biscuit heals 2d6 points of damage and gives the eater an extreme feeling of well-being. On a 12 the would-be gourmet must save vs poison at -2 or suffer 3d4 points of damage (onset time 1d4+1 rounds). The other biscuits are flavoured with fruity tastes.

77 A momentous voice from the heavens declares: "Flee, my friend, into your solitude! I see you deafened by the uproar of the great men and pricked by the stings of the small ones." Caster flees at double movement rate

for 2d4+2 rounds. The caster seeks solitude and will avoid all creatures. If in side a large gathering of people

like a city, he will start screaming wildly.

78 A piece of dirty paper appears on the ground 1 foot ahead of the target. The paper contains an obnoxious kobold drinking song (written in kobold, of course).

79 Caster's nose becomes that of a half-orc. Lasts until dispelled.

80 Spell functions normally. All humanoids within 100 yards fall in love with the caster.

81 An atlas appears in the caster's hand. The atlas is totally useless, containing several false treasure maps, some of which leads to monster lairs. The atlas is authored by one Dwibble Rightpath.

82 A momentous voice from the heavens declares: "They want blood from you in all innocence, their bloodless souls thirst for blood - and therefore they sting in all innocence." 2d6 stingers appear to attack everyone in sight.

83 The air between the caster and the target starts to shimmer and warp. A portal opens in 1d4 rounds to the bedroom of a random notable character, which has a 50 % of waking up. After 2d4 turns the portal vanishes.

84 Frogs rain from the sky in an area of 50 yards around the caster. 1d6 of these frogs spit poison (10/none).

One of the poisonous frogs is a polymorphed princess from a neighbouring evil kingdom.

85 A gate opens in front of the target. A unruly jungle can be seen, and after 2d4 rounds a earth-shattering roar

erupts. The gate leads to a pre-historic world, and the gate is big enough to let through a T-Rex. This portal stays open until dispelled by a caster of at least 12th level.

86 A snivelling street urchin starts following the caster around the next time he visits a city. The urchin insists

upon accompanying the caster everywhere, claiming to be a disowned son. His mother, a former "dancing girl",

died in a working accident. If killed, the boy curses the caster with his dying breath.

87 A non-descript human appears between the caster and the target. He/she immediately starts to inflame, gaining 20 % each round. After 1d4+3 rounds he/she explodes, sending 1d4 surges towards random targets within 30 yards. If hit before total inflation, the human flies away at movement 48.

88 Caster develops an addiction to sneezing powder. He will try to obtain the powder at all costs. Normal costs are 1 gp for each dosage. The caster will need an increasing dosage each week. He starts off with only needing one dose for satisfaction, this increases by one each week thereafter. Dispel magic/remove curse/cure

disease has a 50 % chance of curing this affliction (otherwise the addiction sets in again after 1d4 weeks), however the caster will not want to be cured, he enjoys his daily fix(es).

89 A halfling wearing fancy clothing approaches the caster, bearing a jeweled box (500 gp worth) upon a velvet pillow. He offers this to the caster, whom he refers to as the chosen one. The box contains a random potion, ring or scroll. If the box is taken, the halfling smiles contentedly, waves to the target and disappears in a

puff of perfumed smoke.

90 A halfling wearing fancy clothing approaches the target, bearing a jeweled box (500 gp worth) upon a velvet

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puff of perfumed smoke.

91 Spell functions normally. Additionally, the target is covered by an illusion of a pompous paladin, waving a

shining sword about. The target is unaware of the illusion, which ends when the caster next casts a spell.

92 Target's weapon, if any, transforms into a loaded and ready arquebus. The target gains an immediate proficiency in use of the arquebus

93 A bemused kobold appears 10 yards from the caster and asks him: "Do you feel lucky?". If the caster answers

no, the kobold says "alrighty then", and leaves. If the caster answers yes, the kobold whistles for 2d4 fellow kobolds and restates his original question. If at any time the caster does not answer, the kobold attack en masse. All kobolds carry strange purple spears, which strike for 1d6 damage and a wild surge.

94 Five stinking human gamblers ask the target if he wants to join their game of cards. They are all outrageous cheaters.

95 Caster's mouth fills with blood, which turns into a healing potion after 1d4 rounds.

96 A jar labeled "Grandma Poppins' Sensational Snake Jam" appears in the target's hand. The jam tastes terrible, and anyone who consumes some of it will develop a forked tongue. The consumer gains a +2 to any

saves vs poison.

97 A momentous voice from the heavens declares: "Many die too late and some die too early. Still the doctrine

sounds strange: 'Die at the right time'". A random creature within 40 yards is lifted 10 feet up into the air.

The

creature is racked by pain and has to save vs death (elves and halflings gain a +2) or die.

98 A momentous voice from the heavens declares: "Everyone treats death as an important matter: but as yet

death is not a festival. As yet, men have not learned to consecrate the fairest festivals". The nearest newly-dead creature is buried in a most lavish manner, complete with illusionary mourners and wailing women. 99 A momentous voice from the heavens declares: "In the mountains the shortest route is from peak to peak, but for that you must have long legs". A random creature within 30 yards has its legs elongated by 100 %. Lasts until remove curse/cosmetic surgery can be applied. 100 A book on a marble table appears 10 feet in front of the caster. The book radiates evil for those who care to check. "The Eleven Baneful Gates" describes the process of becoming a lich.

Table 2

01 The nearest corpse is animated as a 5HD zombie intensely loyal to the target. The zombie is clad in bright pink clothing and reeks of cheap dandelion perfume. The outfit is topped by a yellow top-hat which has the letters "I am bad" written on it.

02 The target gains a random psionic power.

03 The caster's socks become sentient and demand to be washed instantly. If treated badly, they can once a day launch a magic missile at the offender for 1d4 of damage.

04 The caster starts hating druids and other tree-huggers intensely. He will delight in destroying trees and plants just to annoy the blighters.

05 Spell functions normally, but the spell energy is partly drawn from one of the caster's spellcasting companions, who loses one random spell of the same level from their memory. If no spellcasters are within 40 yards, the spell has no effect.

06 A momentous voice from the heavens declares: "I should like to see them naked, for beauty alone should preach penitence. But whom could this disguised affliction persuade!". All creatures within 70 yards lose their clothing, which form into a huge pile in front of the caster.

07 When the target next kills a creature, he will be struck by an irresistible urge to write down the reasons for the foul deed and declare them to all willing to listen.

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09 A halberd decorated with flowers appear in the target's hands. The halberd is made of a strange lightweight metal.

10 A random spell appears in the caster's spellbook. The spell is taken from the spellbook of random wizard within 1 mile, who lose the spell.

11 The target's left arm/appendage/tentacle starts to converse about the weather to anyone willing to listen.

12 Target is polymorphed (no save, no chance of death or loss of identity) into a fire giant.

13 The target gains a random ioun stone.

14 The ground opens between the caster and the target into a 20' by 20' by 20' pit. The pit is filled to the brim with sweet-smelling water, which heals 1d4 hp upon anyone bathing in it, in addition to curing any diseases.

15 A tree grows up between the caster and the target in 2 rounds. Two golden apples can be seen shimmering among the leaves. Eating an apple has a 50 % chance of adding 1 to Int, Wis or Con. If not, roll 1d10, a roll of

16 indicates that a system shock must be made or the consumer loses 1d4 to a randomly determined attribute.

Otherwise the caste becomes sick and vomits for 1d6 turns (curable by cure disease).

17 The caster is teleported to a spot 2 feet behind the target. If this spot is taken by a substance, the caster is forcibly ejected for 3d6 hp of damage. He also gains a quality of the substance, to be determined by the DM.

18 The next liquid drunk by the caster becomes a randomly determined potion.

19 The target starts believing himself to be a great king or prophet of legend.

20 The caster's hair is infected by lice. In 1d4 days the lice start to talk to themselves in common, causing the caster to hear faint voices. The lice mainly discuss the lousy quality of the hair, and future prospects in the hair business.

21 Spell functions normally, but is cast at the creature nearest to the original target.

22 When the caster next casts a spell, he pauses to consider why he should cast this spell. He feels the need to converse with his companions for reassurance on his course of action.

23 An elven Man-o-War spelljammer ship does a fly-by, peppering the target with catapults and ballistae. 50

% chance of collateral damage to buildings and bystanders.

24 A small piccolo flute appears in target's mouth. The flute makes spellcasting by the target impossible for 1d8 rounds. If played, the flute produces a haunting melody that causes all creatures listening to save vs spell

or be enraptured by the tune. The flute dissolves after 1d8+5 rounds.

25 A momentous voice from the heavens declares: "And thus spoke the little old woman: 'Are you visiting women? Do not forget your whip!'". All male creatures listening receives a whip. All females are enraged and

start screaming insults at the male chauvinist pigs for 1d6+4 rounds.

26 A keg of fine ale appears 20 feet above the target, and then hits him for 2d6 hp of damage. The keg must save vs crushing blow (thin wood) or break open, drenching the target.

27 The caster's little toes fall off. After 1 week they regenerate into small (2' high) duplicates of the caster. However, the only spell they can cast is Nahal's Reckless Dweomer (twice a day). The duplicates are free-willed, but are protective of the caster, which they will seek out at first opportunity.

28 The caster is hit in the head by an envelope dropped by albatross. The envelope contains a letter to the caster from a noble in a far-away land. The letter is an invitation to a wild party which is due to be held 3 years

from this date. The caster is promised a castle of his own if he shows up. The noble's intentions and motives are

up to the DM, likewise the truth of the castle (haunted, illusion, or both).

29 A momentous voice from the heavens declares: "Their faith commands: 'Up the steps on your knees, you sinners!'. Truly, I would rather see men still shameless than with the distorted eyes of their shame and devotion".

All priests and paladins who hear the voice fall to their knees, stunned for 1d4+1 rounds. All other creatures gain 1d4 hp for 1d8 turns.

30 A doddering old gray-beard appears. He is clad in fancy robes and religious symbols. The old man is a 20th

level priest of a god dedicated to marriage and love, and insists upon marrying a random member of the party

to the nearest being of the opposite sex (or same, if the party-member is thusly inclined). The priest will become

more and more agitated in his demands. If the member steadily refuses, the priest will resort to charm and quest spells. If the member goes along with the marriage only to later break up the pact, he/she has earned himself a nemesis.

31 Dandelions grow in area of 20 yards radius around the target. In 1d4 rounds 2d4 children appear to dance

among the flowers, singing merrily of peace and love.

32 Caster gains a random monstrous trait (see Humanoids Handbook).

33 Spell functions normally, and is automatically cast again the following round, in addition to any other actions by the caster. However, the target is now the creature closest to the target.

34 The target ages 2d4X4 years, and starts grumbling about the good old days and the terrible youth of today.

35 Naked female half-orcs run past the target. 40 % chance of one of them being a polymorphed succubus.

36 The target must save vs spell or be reduced as per spell. However, his equipment is not affected.

37 The creature closest to caster permanently gains 1d4 hp. However, the creature must consume six mugs of ale each day or fall catatonic (he can do nothing but mumble for ale) for the following day. The affliction (including the extra hp) can be removed by a remove curse cast at 12th level or higher.

38 The caster and the target start dancing wildly, moving energetically in perfect unison to a song which only the can hear. The condition lasts 2d6 rounds, in which no other action is possible apart from talking.

39 The target is polymorphed (no chance of death or loss of identity) into a perfect duplicate of the caster as a young teenager.

40 A lucious banquet appears in front of the caster. The banquet is sufficient to feed twelve people.

41 Spell functions normally, except that another wild surge occurs.

42 Caster has torn up the magic fabric in 200 yards radius. This area is now a permanent wild magic zone, causing all spells or magical effects to explode into wild surges. The caster is aware of this. Wild mages have a 10% + level chance of being able to control any spell they cast in the zone, making it function normally. The caster gains 1000 xp.

43 The caster is pelted with 2d10 magic mushrooms which appear in thin air. Eating one results in 65 % of severe hallucinations for 1d4 turns, and a 10 % chance of a random potion effect as a permanent ability. Eating more than half his constitution score of mushrooms will result in nausea.

44 Caster feels extremely happy, and will go around embracing and kissing all creatures within 20 yards for 1d4 turns. During the period that he is doing this he is impervious to all damage save from avatars or dragon breath,

45 Target's potions explode. If the target does not carry any, the potion closest to the target explodes instead. There is a 25 % of the effects being applied to the creature carrying the potion.

46 An old general of the nearest town approaches the caster. He is bedecked in a splendid, if slightly foppish, uniform and a multitude of medals and commemorations. The general whose name is "Waerringh" boasts of all his medals and talks of long-forgotten campaigns. If the caster is not too obnoxious, he pulls out a small box from within his ornate jacket. He gives the box to the caster with a short sermon, praising the caster for his bravery (the general got the wrong chap) in driving out the foul demons/orcs/dragons/prostitutes from his town. The silver medallion is magical, and shaped in the form of a star. If worn, the medallion gives the caster a +1 to saves vs fear. It can be presented to the beings which the caster is supposed to have defeated, to turn them as if undead (D results are treated like Ts).

47 The target is drenched in holy water, causing 3d4 of damage if he is susceptible to holy water damage.

48 Spell functions normally, but 1d4 rounds later the spell is cast again, affecting a random creature within 30 yards of the target, possibly including the caster.

49 An quasit decides that the caster might make a nice master, and will start following him around invisible at all times. He will whisper suggestions into the caster's ears at night, and might aid in a small way during combat.

50 A momentous voice from the heavens declares: "If magic does not get you, God will!". After 1d3 rounds the target is hit by a 6d6 lightning bolt from the heavens. No effect if indoors, but the voice speaks again when the target moves outdoors, with lightning following shortly afterwards.

51 A nearby clan of dwarves develops a liking of the caster, seeking him out to give him gifts, and inviting him

to visit their festhall (the Hall of Great Grog). If the caster treats them discourteously, they will be very mad.

52 The caster gains a divine insight, giving him the ability to cast a random cleric spell once a day.

53 The target is hit by a random spell from the caster's spellbook.

54 The target falls over, disappearing when he hits the ground. He is teleported to a location 1d100 yards away.

55 The caster grows albatross wings, enabling him to fly if he can find 50 yards of running space. The wings

remain until dispel magic is cast.

56 The target forgets everything that occurred during the last 24 hours. In addition, he finds that he holds in his

hand a Short Sword of Surging, +2 The first of these remarkable swords are rumoured to have been created by the great Hornung himself, forged on the plane of Limbo (functions as normal on all planes except Limbo (rises to +4) and Mechanus (drops to +0)). The multicoloured sword is inscribed with magical runes of chaos, telling of doom, destruction and fluffy bunnies. If the sword strikes a creature there is a base chance that a wild surge occurs, with the wielder as caster and the creature struck as target. The chance for a surge is 50%, this increases to 75% if the target is magic-using creature. If a surge occurs, roll on the table for wild magic effects. If the wielder is a wild mage or a Limbo creature, add his level to the roll, making it more likely to affect the target. Conversely, if the target is a wild mage or a creature native to Limbo, the level is deducted from the roll. A roll of 100+ indicates that two more rolls be made, choosing the most beneficial result. A roll of less than 0 results in the least beneficial effect. The wielder can invoke a Chaos Ward (Pr 2 from S&M) 1/day, using his own level to determine duration. The sword can also be used

as a gate key for a portal to Limbo, if one is discovered.

57 The caster gains the breath weapon of a random dragon (mature age). The breath can be used once a day, but the caster must roll a system shock or pass out for 1d4 rounds. Additionally, he has a 25 % of mispronouncing the verbal components of any spell cast the following turn, causing the spell to explode in a wild

surge.

58 The target gazes in great terror at something behind the caster's shoulder and then runs away at top speed, screaming in a shrill voice. 25 % of a hungry yeti actually standing behind the caster, other wise nothing is there

when the caster checks.

59 A exquisite black cat starts following the caster around, purring incessantly. The cat is a storm gi ant that was

polymorphed into this form. The cat believes itself to be just a cat, but on occasion it will emit a lightning bolt for

8d6 hp of damage upon creatures that mistreat it.

60 2d4 images of the caster appear besides the caster. "This will be your undoing", they say in unison before

they each blast the target with one 3d4+3 magic missile each (if the caster is the target of the missile he gains a

Charisma check to avoid each missile). They then vanish in a cloud of multicoloured smoke, and varying noises

(thunderclaps, animal growls, musical instruments, waves lapping etc).

61 A momentous voice from the heavens declares: "For one person, solitude is the escape of an invalid; for another, solitude is escape from the invalids". The target is teleported to the nearest mountain top. Where there

is plenty of opportunity to think things over. The caster has a 25 % chance of also being teleported to the mountain, but will appear in a cave close to the summit.

62 A momentous voice from the heavens declares: "Many too many live and they hang on their branches much

too long. I wish a storm would come and shake all this rottenness and worm-eatenness from the tree!". All corrupt, decadent and/or old people (DM's call) within 100 yards of the caster are swept away by a sudden wind. If any survive they land 100X100 yards away.

63 The next spell cast at the caster is automatically turned back upon its caster.

64 The caster feels the need to spend a week in continued meditation. If he is able to do this within a month, he

gains one point of Wisdom or Intelligence, 50 % chance of either.

65 The target starts to snicker. He will giggle madly for 2d4 rounds. He will scream insane sentences like "I am

a dragon", "I will rule you all", "A great evil will soon pound you all into little bits" and "Next week the righteous

one will come to punish the weak and the meek!". There is a 2 % chance of any of the comments becoming true.

66 Spell functions at 200 % effectiveness, affecting damage, range, duration etc. A great disembodied smile

appears in the air above the target, the image will fade after 1d4 rounds.

67 Target slowed for 1 turn.

68 Caster summons a rhino, elephant, or large mouse.

69 A stream of 600 large butterflies pour forth and flutter around for 2 rounds, blinding everyone; they disappear.

70 The target, if within 36' of the caster, is enlarged.

71 Darkness is cast in a 18'-diameter hemisphere at 18' distance from the caster.

72 10-40 gems of 1-gp base value shoot forth in an 18'-long stream, causing 1hp damage each to any creature in their path. Roll 5d4 for the number of hits on the target. Gems that miss go on to strike the being immediately behind the target, with hits determined as above, until all gems hit or the spell's range is reached.

73 Shimmering colors dance and play over a 12'x9' area in front of the caster; creatures therein are blinded for 1-6 rounds.

75 Flesh to stone (or the reverse, if the target is stone) is cast on the target, if within 18' of the caster.

76 Caster shoots forth a web and acts as one anchor point.

77 Caster shocked as per shocking grasp.

78 Reverse gravity affects the target and all within an 18' radius (including the caster, if close enough) for 2-5 rounds.

79 800 small rubber balls (each 1 inch in diameter) rain down for 1-4 rounds within an 18' radius of the caster, causing all in the area to make a dexterity check or trip and fall. The balls remain in the area, causing further checks at the start of each round of combat, until they are carried or swept away.

80 Target and caster are covered in liquid chocolate.

82 Target hastened.

83 The caster spins for 1-4 rounds and must make a dexterity check in order to move or act each round thereafter for 1-4 rounds.

84 Caster healed for 1-8 hp if wounded.

85 Caster fires magic missiles as per wand of magic missiles.

86 Target inflates like a balloon for 1-4 rounds and deflates for another 1-4 rounds. Only living material of up to 1,000 lbs. is affected (the object will not float in the air).

87 Caster's arm stretches out as a snake and bites the target for 2-12 hp damage (treat as 6+4 HD monster; maximum range 54').

88 Target is disintegrated as per the spell.

- 89 Scare cast on target.
- 90 Darkness affects the target every other round for 3-10 rounds.
- 91 Darkness affects the every creature within 100' for 10 turns.
- 92 A randomly-chosen possession of the caster's begins to gripe about the caster's treatment of it, loudly complaining about the bad working conditions, the lousy pay, the long working hours, etc.
- 93 A delayed blast fireball takes effect from the point of casting with a delay time of 5-50 counts.
- 94 Caster and target exchange places, clothing, possessions, etc.
- 95 The target begins to recite very bad poetry for 2-8 rounds, taking no other action unless attacked, as if requested to do so under a charm spell.
- 96 A dust devil is summoned and attacks the target.
- 97 Caster jumps in a random direction 1d3x60'. The caster can only jump 60' backwards.
- 98 Target's weapon or other possession becomes a teddy bear, leg of mutton, ladle, or herring. If the target has no possessions, roll again.
- 99 Caster's hands spew colorless slime in a cone 18' wide and 36' long, affecting the area as a grease spell.
- 100 A ray of enfeeblement affects the target.

Table 3

- 01 A pillow (25%), small table (50%), or anvil (25%) appear over the target's head. The pillow causes no damage; the table causes 1-6 hp damage; and the anvil causes 3-30 hp damage, plus the target must make a constitution check at -4 or be knocked unconscious for 2-12 turns.
- 02 2-6 cream puffs fly from caster's hands toward target.
- 03 Target imbued with improved invisibility.
- 04 Caster levitates uncontrollably, always heading upward until the spell duration is reached, then falls.
- 05 Caster is affected by stonewalk.
- 06 Caster summons a leprechaun.
- 07 A randomly chosen item on the target's person sprouts wings and attacks another enemy target for 2-3 rounds as a 6_4 HD creature. Only small hand-held objects are so affected. See animate object.
- 08 The first four notes of Beethoven's Fifth Symphony echo through the air. All creatures within hearing range hostile to the caster must make a morale check.
- 09 All moving creatures within 60' of the caster must save vs. spell or trip and fall.
- 10 Sudden, drastic change in local weather conditions for 1d10 hours. Can include snow falling in the desert, etc.
- 11 Spell works normally but is not wiped from the caster's mind. Material components are consumed.
- 12 Blinding light emanates from the caster. All creatures looking in that direction are blinded for 1d6 rounds.
- 13 A watermelon appears in the caster's hands.
- 14 All creatures in a 60' radius hostile to the caster are duplicated, including possessions, etc.
- 15 All creatures in a 60' radius hostile to the caster are paralyzed for 1d8 rounds (saving throw negates).
- 16 Spell works as normal, but area of effect is doubled. Caster may choose to retarget the spell before it goes off.
- 17 Caster can automatically Identify one item in the next 24 hours with a 100% chance of success. The spell need not be memorized, and does not count against the caster's spells for that day.
- 18 Spell appears to fail when cast, but will go off when the caster uses another spell.
- 19 Caster forgets all memorized spells. After 1d6 rounds, the spells return.
- 20 Haste spell centered on caster.
- 21 Feign Death centered on target.
- 22 Caster affected as though run over by automobile (1d100 points of damage, save vs. breath weapon for half damage).
- 23 Caster goes insane if intelligent; save vs. spells and insanity lasts 1d4 weeks, otherwise permanent though it can be cured with appropriate magic.
- 24 Lightning strikes the caster from the sky, at the effective level of this surge. The caster is not entitled to a save, but those within a five foot radius must save for half damage.
- 25 A random creature from the outer planes is Gated in.

26 The next living creature touched by the caster permanently gains 1d6 hit points. The caster permanently loses the same number of hit points (to a minimum of 10 hit points).

27 Target becomes immortal. When she dies, she loses a point of constitution, and rises from the dead at the next midnight. When her constitution is 0, she becomes a Ghost which haunts the caster.

28 Target's hit points are raised to maximum for her hit dice.

29 The caster is imprisoned on another plane.

30 Target grows wings and can fly for 1 hour per day at 12", class B.

31 Death Ray strikes target and caster (both must save vs. death, or die).

32 Caster gains a random harmful miscellaneous magic item which takes effect immediately.

33 The target is returned to the condition she was in before the start of the current combat.

34 Target is cured of 3d6 hit points of damage (to normal maximum).

35 3d20 Dretches (Least Tanar'ri) are gated in and attack the caster. They are unable to gate in others. If the caster survives, double XP are awarded.

36 Cold wrought iron meteorite streaks out of sky, hitting caster for 1d10+10 hit points (if underground, waits until exposed to sky).

37 For the next 3d4 rounds, all caster's rolls (whatever size die) are at -1.

38 The caster turns into a painting of herself, until Dispelled. Any changes painted onto the canvas will become part of the target if and when he is returned to her normal form.

39 All caster's weapons turn to cursed backbiting weapons which take effect next time used and then return to normal.

40 Exact duplicate of target comes into being. This effects all but the most powerful artefacts.

41 Target gains d% magic resistance for 1d6 rounds.

42 Target becomes able to drain a level at a touch for 1d4 rounds.

43 The caster is Polymorphed into a 4 foot diameter jellyfish unless a save vs spells at -4 is made. If on dry land, the caster takes 2d4 points of damage per round, but that can be prevented by continual dousing with water.

44 Target is protected by Spell Turning for the next turn.

45 The caster's familiar turns against him. The animal is no longer treated as a familiar (the empathic link is broken, the caster loses any benefits from having the familiar, the familiar loses bonus hit points and saving throws, and the caster will not be penalised if the animal dies).

46 The ground between the caster and target becomes molten lava. All creatures touching the 5 feet wide strip of lava must make a dexterity check to get away (keep rolling until you make the check and take 3d6 in fire damage every round the check is failed).

ot selected to occur.

47 The target gains 1 hit point per round regeneration.

48 The caster gains 1 hit point per round regeneration.

49 Molten lava comes out of ground near caster, who takes 1d10+10 points of damage immediately (save for half). Roll 1d100 for duration: 01-50, 1d4+4 rounds; 51-70, 1d4 hours; 71-85, 1d100 days; 86-100, becomes a real, non-magical volcano.

50 Caster permanently loses one spell chosen randomly (Can relearn at next level).

51 Caster opens gate to another location/plane of existence and is pulled through.

52 Green Slime spews out of the caster's nose. It will attack the caster at +4 in the first round, attack random victims normally in subsequent rounds.

53 Strength of target increases to 18/00 (no save; wears off in 1-4 days). DM's discretion as to effect, if any, on animals or monsters.

54 Area within 100 foot radius of caster becomes a dead magic region. Magical creatures become inert, and items and spells will not function in this area.

55 Fireball, centred on caster (at effective level of this surge).

56 Hostile creatures within 60 feet of the caster are restored to full hit points.

57 Target becomes extremely drunk (no save).

58 Gallows appears, caster saves vs. spells to avoid getting hung. The rope can be cut down before the caster is killed if it is struck with 10 points of damage within one round. The rope is AC 3.

59 1d10 skeletons under target's control arise out of the ground and attack the caster (this will violate alignment if the caster is good, requiring an atonement).

60 The caster and all of her party is teleported to another site of conflict.

61 The intended spell functions, but effects caster as well as target.
flying off.

62 Caster has a bulls-eye target painted on it. Anyone aiming at it with a missile or missile-like spell has +2 to hit, does +1 damage per die, and any saving throws are at -2. This lasts for one hour.

63 A juvenile dragon of random type flies onto the scene.

64 Re-roll, but the effect doesn't happen now. Instead one of the caster's nails falls off. Discarding or destroying the nail causes the effect to take place, always affecting the caster even if it's an effect which would normally be on a target.

65 The caster's weapons flee from her as per the Frisky Chest spell.

66 The caster is picked up by an invisible hand and shaken like a rag-doll for 2d6 rounds. Spell casting under such conditions is impossible.

67 Technicolor hailstorm. All those within 50 feet of the caster are hit by 1d4 icy stones per round, doing 1d4 points of damage each, for 1d4 rounds (if affected by normal weapons).

68 The caster is turned into a puddle of water for 2d4 rounds. If the sunlight is too strong, 1d4 points of damage per round is incurred by evaporation unless the caster has protection from fire. Caster returns to normal after the duration expires.

69 Caster covered with tar and feathers. This causes the caster to be blinded and suffer -4 to dexterity.

70 There is an immediate random encounter with a monster hostile to the caster.

71 Sleep spell cast on caster and companions.

72 Target gains power of speech in the language of caster, and intelligence of at least 9. This also applies to inanimate objects.

73 The caster is bound in metal straps. These require a skilled locksmith to remove.

74 The caster is teleported to the top of the highest tree in sight. A dexterity check is required in order to avoid falling.

75 Area in 100' radius of caster held in stasis 1d10 days; there will probably be someone/something standing outside waiting for the field to end.

76 The wild surge triggers the casting of another memorised spell (chosen randomly). Both the spell cast and the spell that caused the surge are lost from memory.

77 Caster forgets all memorised spells. After 1d6 rounds, the spells return.

78 The caster is teleported to the closest goblinoid brothel.

79 Target picks between two more surge rolls.

80 All magical weapons within 30 feet of caster lose their magic powers for 2 rounds.

81 Small rubber balls (each 1 inch in diameter) rain down for 1-4 rounds within a 20 foot radius of the caster, causing all in the area to make a dexterity check or trip and fall. The balls remain in the area, causing a check each round until cleared.

82 Caster chained to the ground (tensile strength of chains 3000 pounds).

83 Caster sprayed with 2d20 pieces of confetti each, edge on; they do 1 hp damage each, save for half; affects only creatures hit by normal weapons.

84 All glass or crystal within 30 feet of the caster shatters. Magic items or glass containers holding magic items get a saving throw.

85 Trees around caster fall down (if none, some grow first). Caster must save versus petrification or be trapped by a tree and take 1d6 points of damage.

86 1d10 Ioun Stones shoot at and circle the target's head.

87 Next missile weapon used by target multiplies into 6 when used.

88 The intended spell functions, but consumes twice the normal allotment of material components.

89 A geyser erupts midway between caster and target. Anyone within 10 feet take 2d6 in damage from boiling water. 236 Sticks to Snakes, under target's control, affects a randomly chosen item within 10 feet of the caster. Duration is 16 rounds.

90 Everyone within 50 feet of the caster is thrown 6 months forward in time.

91 Caster polymorphs into something rhyming with her name (DM's choice).

92 Command "surrender" in appropriate language to caster and associates.

93 Nearest dead body within 60 yards of caster rises as a juju zombie and attacks caster.

94 A random spell of the same level as the intended spell affects caster at the effective level of this surge.

95 Entangle is cast, centred on the caster, at 10th level.

- 96 The target sings with 10th level bard effect, for 1 hour.
- 97 Target's skin turns to steel, giving her/her a base armour class of 0 (cumulative with other armour) for 1d6 rounds.
- 98 Jail cell of appropriate size appears around caster and party. Victims need a "bend bars" roll to escape.
- 99 Target is affected by the Wraithform spell.
- 100 Caster's next spell cast at 0th level.

Table 4

- 01 Caster changes sex (as Girdle of Femininity/Masculinity).
- 02 The caster is teleported to the top of the highest mountain top in sight.
- 03 Target turns Invisible for 1d10 + 10 rounds.
- 04 A poisonous spider (DM decides type) appears close to caster and attacks.
- 05 Feign Death centred on target.
- 06 The attempted spell functions, but at minimum possible effect (duration, damage, etc)
- 07 The next time the caster and her associates return home, they are visited by a stern old tax collector. This fellow will demand 10% of all the characters own in taxes, and has the power to enforce her demands. She will return each month, until dispelled.
- 08 Caster summons a Leprechaun.
- 09 Magic Mouth appears, insults caster, and vanishes.
- 10 Caster and friends teleported without error to the next place named (No weight limit).
- 11 All gold on target turns to lead (no save unless the target is itself made of gold).
- 12 The caster falls prone on the ground. It will take one round for her to right herself.
- 13 The target is teleported directly behind the caster.
- 14 The target and caster (only) are sealed in an impenetrable wall of force that only falls when one of the two dies.
- 15 The target is covered by plate armour, AC 2. All other armour worn falls off. +3 to AC of monsters, but may make small monsters less mobile. Spell users affected cannot cast spells. The armour lasts for 2d10 rounds.
- 16 The caster and target become locked in a heated debate over the nature and use of wild magic. Neither will do anything but argue for 1d6 rounds. If the two do not speak any language in common, a small imp will appear to act as translator.
- 17 The next time the PC's enter a town, the inhabitants will try to chase them away.
- 18 Each gold piece on the caster turns into the equivalent value in copper pieces.
- 19 Spell functions, but cannot be controlled by caster (DM decides effects randomly).
- 20 A skunk is conjured before the caster, who is promptly sprayed.
- 21 A Dust Devil is summoned and attacks the target.
- 22 Target's skin turns hard as a diamond (base AC 0) for 2 turns; still mobile (and no more damage-prone than usual; i.e., not brittle).
- 23 Caster tied down with magically appearing rope.
- 24 Caster is coated in a thick layer of candy, and gains a +1 bonus on AC due to extra protection. Caster must spend one round in order to clear eyes and mouth. The candy will solidify unless removed within one turn, immobilising the victim.
- tions, the lousy pay, the long working hours, etc.
- 25 A barrel of syrup appears in the air above the caster's group. It empties over the first person that notices it (whoever makes the greatest margin on a dexterity check).
- 26 Target smells of roses for a month. If killed, her body will not decompose, and is Resurrected at the end of the month without intervention.
- 27 Caster are covered in liquid chocolate.
- 28 Create Water is cast above the caster.
- 29 Caster's entire party teleported to nearest artefact/relic (does not guarantee it to be usable, and it will very likely be in the possession of someone else).
- 30 Target (unless totally unintelligent) goes berserk and attacks nearest creatures physically.

- 31 Caster must save versus breath weapon or find her lungs filled with water. If the saving throw is failed, the caster can do nothing but cough and sputter for 1d4 rounds.
- 32 All the spells the caster has memorised go off, one per round, from level one up. Caster has no control over the sequence, but can name targets on a successful Spellcraft roll if she takes no other action that round.
- 33 All creatures within 120 yards of the caster are randomly teleported without error to a position not more than 120 yards from the caster.
- 34 A watermelon appears in the caster's hands.
- 35 Heavy rain falls for 1 round in 36 foot range of the caster.
- 36 The intended spell appears to fail when cast, but will go off when the caster uses another spell.
- 37 A forest grows up around the caster in 3d4 rounds, 1 mile in diameter per effective level of this surge.
- 38 A 50 foot boulder rises from the ground directly below the caster, elevating her/her 200 feet into the air. The boulder will remain flying for 1 year per effective level of this surge.
- 39 Random weather change, 1 mile radius.
- 40 The area fills with countless butterflies, blinding everyone for two rounds.
- 41 A deep lake forms within 100' radius of the caster. Those who cannot swim will drown as though dropped in a normal lake.
- 42 An empty log cabin pops up next to the caster.
- 43 One randomly chosen creature within 50 feet of the caster will strike only critical hits or critical misses for 2d4 rounds.
- 44 Everybody within 200 feet of the caster becomes completely invulnerable for 2d6 rounds.
- 45 The battlefield becomes covered with slick ice. All present must make a dexterity check at -4 each round or fall and lose all action for the round. Attacks are made at -4 to hit, and all melee weapons inflict only half damage. The ice melts normally.
- 46 Caster names anything desired (not more than a limited wish), and then the DM rolls for a 50/50 chance that it happens to the caster or to the target.
- 47 Burst of fireworks (harmless but neat).
- 48 The intended spell functions, but it is delayed 1d6 rounds.
- 49 1d4 rotten tomatoes hit target (effect is at DM's discretion).
- 50 1d6 raw eggs hit target from above (effect is DM's discretion, but shouldn't be major).
- 51 The caster retains the memory of the spell that resulted in this surge. Roll another surge.
- 52 Caster knows alignment of target.
- 53 Graffiti reading "<caster's name> was here!" appears written on target in ink. The writing is visible even if target is not.
- 54 The spells cast during the next round will last for 10 times as long as normal, or a minimum of 1 turn, whichever is longer. Do not inform the caster of this.
- 55 All air disappears around target (sonic boom, 1d4 hp stun damage, dexterity check to drop held items).
- 56 Caster jumps in a random direction 1d3 x 60 feet.
- 57 Darkness affects the target every other round for 3-10 rounds.
- 58 The first spell that the caster ever researched takes immediate effect. If the caster has not researched any spells, she feels a distinct sense of inadequacy as a wizard.
- 59 Caster has accurate vision of future (about 1 hour ahead) and is aware what it is but can do nothing else except stare for 1d4 rounds.
- 60 Double gravity on target's location (lasts 1 hour).
- 61 Caster has foreknowledge of the next 3 wild surges, but the information is only 75% reliable.
- 62 1d10 skeletons under caster's control arise out of the ground and attack the target (this will violate alignment if the caster is good, requiring an atonement).
- 63 Target is sent 3d10 rounds forward in time.
- 64 Caster's next spell is cast at 1d4 levels higher.
- 65 Target shot with 1d10 darts +1; roll with THAC0 15 for each dart.
- 66 Caster gains a familiar if she/she doesn't already have one. It will appear within 1d4 hours.
- 67 Target is teleported 30 feet straight above caster. Target falls for 3d6 hit points, caster makes dexterity check for half damage.
- 68 Caster permanently learns one new spell for her books. Choose randomly.
- 69 Target bursts into flames, taking 2d6 in damage.

- 70 Caster can speak a previously unknown language, common in the surrounding area, which doesn't cost a non-weapon proficiency.
- 71 The target is bound in metal straps. These require a skilled locksmith to remove.
- 72 Caster gains 1000 experience points, and generates another wild surge. Roll again.
- 73 Target attempts to commit suicide for one round. Must roll normal to-hit against self, as its really just a cry for help.
- 74 The target switches to an alignment far removed from her current one.
- 75 Target chained to the ground (tensile strength of the chains 3000 pounds).
- 76 A Deck of Many Things (full 54 card version included in this Libram) appears before the caster.
- 77 Caster and target must re-roll their lowest statistic (roll 4d6 taking the highest 3 dice).
- 78 All weapons within 60 feet of the caster receive Enchant a Weapon and Permanency, giving them one more "+" (if possible).
- 79 Radiation beam strikes target for 1d20 hit points, illness if not immune to disease, leading to death in 1d3 days unless cured by a cleric of equal level to the effective level of this surge. Saving throw vs. poison applies only against the illness.
- 80 Caster gains Stoneskin at the effective level of this surge.
- 81 A 8 HD Elemental of random type is summoned. The caster has a 50% chance of controlling it, if she stops and concentrates for the duration. The summoned creature disappears after 3d6 rounds.
- 82 A lesser Demon or Devil is summoned. The caster has a 50% chance of controlling it, if she stops and concentrates for the duration. The summoned creature disappears after 3d6 rounds.
- 83 Hostile creatures within 60 feet of caster must save versus death or explode violently.
- 84 DM shouts "Wish!" and counts down from ten. If the caster makes a wish within the count, it is granted.
- 85 The caster's deity is summoned. This does not obligate the deity to come, but is liable to attract her attention. A reasonably smart deity will recognise the summoning as unintended, but will still watch the caster more closely for a while.
- 86 Caster may gamble up to 3 points of intelligence on a save vs. spells.
- 87 1 random magic item within 30' of caster is permanently drained
- 88 1 random normal item within 30' of caster is forever magical
- 89 10'x10' pit appears directly before caster, 5' deep per level
- 90 12" daisy grows from caster's head, may be pruned without harm
- 91 12' iron statue of caster sprouts from ground within 60' of him
- 92 1d100 small, harmless holes appear in caster's body
- 93 1d6 rounds of booing and hisses echo if caster speaks his name
- 94 1d6 rounds of dramatic music play when caster speaks his name
- 95 3d10 gems shoot from caster's fingertips, each worth 1d6x10 gp
- 96 6" hole penetrates caster's torso; caster remains unharmed
- 97 8d4 of caster's teeth become sentient
- 98 A fountain springs up beneath caster's feet
- 99 A gaping hole forms under the caster whenever he says his name
- 100 A light rain falls on the caster when he casts a spell

Table 5

- 01 A light rain falls on the caster when he's targeted by a spell
- 02 A pit 1d100 feet deep opens beneath caster; DEX check or fall
- 03 A rainbow springs from caster's head and follows him everywhere
- 04 A Red Dragon believes that caster is pursuing her
- 05 All architecture within 120' of caster is leveled
- 06 All Bags of Holding within 120' of caster dump their contents
- 07 All caster's gold pieces turn to teeth
- 08 All caster's precious metal turns to soap
- 09 All coins within 100 yards bear the caster's likeness
- 10 All cooked meat seen by caster for 5 days randomly polymorphs
- 11 All cooked meat seen by caster in next 5d20 days turns to liver

- 12 All creatures within 30' of caster hiccup +1 to THAC0
- 13 All creatures within 90' of caster have a singalong for 1 turn
- 14 All enemies within 15 feet of caster are turned to cast iron
- 15 All foliage within 30' of caster grows 3'
- 16 All free water within 120' of caster turns to molasses
- 17 All gems carried by caster are turned to ice
- 18 All gems carried by caster combust
- 19 All gold pieces carried by caster turn to goldfish
- 20 All silver pieces carried by caster turn to silverfish
- 21 All ground within 60' of caster is Greased, as spell
- 22 All ground within 60' of caster turns to glass, 10' deep
- 23 All items carried by caster age 1000 years
- 24 All items carried by caster are coveted by an outer plane being
- 25 All items carried by caster are encased in bone
- 26 All items carried by caster become illusionary (10+d10 rounds)
- 27 All items carried by caster double in size
- 28 All items carried by caster turn to ice
- 29 All items carried by caster turn to water
- 30 All items owned by caster teleport to him from his home
- 31 All magic items within 60' of caster glow for 2d8 days
- 32 All magic weapons within 30' of caster improve by +2 for 1 turn
- 33 All normal fires within 60' of caster are extinguished
- 34 All rings worn by caster turn to string but retain properties
- 35 All rocks larger than 1' within 100' of caster explode
- 36 All rodents within 2 miles will follow caster for d10 days
- 37 All rope, string, etc. within 120' of caster turns to licorice
- 38 A spell caster has memorized are cast upon random targets
- 39 A spell caster has memorized strike him with reversed effect
- 40 A spell caster now has memorized discharge on his boots
- 41 All trees within 100 yards of caster are turned to cast iron
- 42 All trees within 30 feet of caster burst into flame
- 43 All trees within 60' of caster uproot and walk away
- 44 All water between 1' and 10' of caster turns to fire
- 45 All water between 1' and 100' of caster turns to air
- 46 All who see caster believe him to be a harbinger of great ill
- 47 All who see caster know him to be a spellcaster
- 48 All within 10' of caster receive benefit of a Heal spell
- 49 All within 90' of caster check INT or forget who the caster is
- 50 Alternating strips of caster rendered invisible for d8 rounds
- 51 An illusionary sign labeled "leper" hangs above caster's head
- 52 An illusionary sign labeled "Wizard" hangs above caster's head
- 53 An illusory Lich rises from the ground and pursues caster
- 54 An Iron Golem in the caster's image appears & attacks everyone
- 55 Any Curse afflicting caster is Removed
- 56 Any glass carried by caster turns to transparent steel
- 57 Any magic, good or bad, now affecting the caster is Dispelled
- 58 Any metal worn by caster turns to opaque glass
- 59 Any water carried by caster becomes a free-willed elemental
- 60 Any water carried by caster burns like gasoline but is water
- 61 Any water carried by caster doubles in volume
- 62 Any water carried by caster fills with gold pieces
- 63 Any water carried by caster fills with goldfish
- 64 Any water carried by caster fills with sodium chips
- 65 Any water carried by caster fills with sponges
- 66 Any water carried by caster turns to acid (Ultimate Solvent)

- 67 Any water carried by caster turns to blood
- 68 Any water carried by caster turns to ice; may burst containers
- 69 Any water carried by caster turns to maple syrup
- 70 Any water carried by caster turns to mercury
- 71 Any water carried by caster turns to roast beef gravy
- 72 Any water carried by caster turns to solid steel
- 73 Any Wishes thus far used by caster are nullified
- 74 Anyone slain by the caster can never be raised as undead
- 75 Anyone slain by the caster fossilizes instantly
- 76 Anyone who sleeps within 10 feet of caster has nightmares
- 77 At death, caster has a 10% chance to resurrect at full health
- 78 At death, caster is canonized by some obscure religion
- 79 At death, caster is resurrected and has gained a level
- 80 At death, caster is resurrected but can no longer read
- 81 At death, caster is resurrected but continues to decay
- 82 At death, caster is resurrected but doesn't believe he died
- 83 At death, caster is resurrected but doesn't know it
- 84 At death, caster is resurrected but forgets who he is
- 85 At death, caster is resurrected but has lost a level
- 86 At death, caster is resurrected but is mute
- 87 At death, caster is resurrected but is permanently blind
- 88 At death, caster is resurrected but must drink blood to live
- 89 At death, caster is resurrected with one week to live
- 90 At death, caster is revealed to have been an android
- 91 Candles spontaneously ignite in the caster's presence
- 92 Caster & target fuse into one body with both identities
- 94 Caster absorbs all damage inflicted on target and vice versa
- 95 Caster absorbs all damage inflicted on target in next turn
- 96 Caster absorbs all subsequent damage by next being he touches
- 97 Caster absorbs all subsequent damage to next being he touches
- 98 Caster absorbs damage as though he just fell d100 feet
- 99 Caster absorbs one level or hit die from next being he touches
- 100 Caster acquires a random language

Table 6

- 01 Caster activates Watery Double in next pool of water he sees
- 02 Caster adheres to next creature he touches for d8 turns
- 03 Caster administers Shocking Grasp to next PC he touches
- 04 Caster ages 10 years
- 05 Caster always appears to lie when checked by Detect Lie
- 06 Caster always appears to speak truth when checked by Detect Lie
- 07 Caster and allies all randomly exchange places
- 08 Caster and allies are Turned as Undead for d6 rounds each
- 09 Caster and allies cannot harm target or allies for d4 rounds
- 10 Caster and allies lose 1/2 their hit points
- 11 Caster and allies regain 1/2 their hit points lost
- 12 Caster and his possessions are sheathed in aluminum foil
- 13 Caster and nearest vampire exchange places at dawn tomorrow
- 14 Caster answers every question twice
- 15 Caster apologizes to everyone he injures
- 16 Caster attracts all Undead within 1 mile of him
- 17 Caster attracts moths like a flame
- 18 Caster attracts the attention of a random tanar'ri

- 19 Caster attracts the attention of the nearest Great Wyrn
- 20 Caster automatically disbelieves illusions for next d100 days
- 21 Caster automatically fails his next d6 Saving Throws
- 22 Caster automatically knows the first name of everyone he meets
- 23 Caster automatically passes his next d6 Saving Throws
- 24 Caster becomes a god and is removed from play
- 25 Caster becomes a Thought Broadcaster for spell's duration
- 26 Caster becomes a turkey under every Full Moon
- 27 Caster becomes able to communicate with Earth Elementals
- 28 Caster becomes an Illusion, unable to cause harm
- 29 Caster becomes inebriated
- 30 Caster becomes invisible to golems
- 31 Caster becomes invisible when reduced to 50% of his hit points
- 32 Caster becomes invisible; only his reflection can be seen
- 33 Caster becomes mute for d12 turns
- 34 Caster becomes permanently invisible; clothing he wears is not
- 35 Caster becomes ravenously hungry and must eat or pass out
- 36 Caster becomes violently ill if he consumes alcohol
- 37 Caster begins tap-dancing loudly whenever stealth is required
- 38 Caster bestows his alignment upon each creature he touches
- 39 Caster blasts a d10 yard radius crater in the ground
- 40 Caster breaks into song whenever struck by magic
- 41 Caster burned for 2d10 HP by next creature he touches
- 42 Caster burns next creature he touches for d10 HP
- 43 Caster can Affect Normal Fires at will for d10 days
- 44 Caster can always sense the direction of his home
- 45 Caster can attack 2X a round if he does nothing the next round
- 46 Caster can automatically read the next language he hears
- 47 Caster can automatically speak the next language he hears
- 48 Caster can automatically speak the next language he reads
- 49 Caster can be commanded by the next creature he summons
- 50 Caster can breathe underwater if he holds a fish in his mouth
- 51 Caster can cast 1 spell per day with no Saving Throw allowed
- 52 Caster can cast a randomly-chosen first level spell at will
- 53 Caster can choose to succeed any one roll in the next 24 hours
- 54 Caster can climb trees as nimbly as a cat or monkey
- 55 Caster can command demons but doesn't know how many times (1d6)
- 56 Caster can Comprehend all spoken languages for d10 days
- 57 Caster can Comprehend all written languages for d8 days
- 58 Caster can Dispel Evil (or Good) once at will
- 59 Caster can go without food for one day per point of CON
- 60 Caster can go without sleep for one day per point of WIS
- 61 Caster can Heal with a touch but is 50% likely to die
- 62 Caster can hear any conversation whose participants he can see
- 63 Caster can hit creatures hit only by +1 or better (1d10 rounds)
- 64 Caster can identify gems and approximate their value on sight
- 65 Caster can kill with a touch but is 50% likely to die as well
- 66 Caster can make his spells function without visible effect
- 67 Caster can mimic animal noises with remarkable skill
- 68 Caster can no longer cast First Level spells
- 69 Caster can photosynthesize; does not need to eat, but is green
- 70 Caster can predict natural weather patterns 24 hours in advance
- 71 Caster can read a new language but cannot speak it
- 72 Caster can Resurrect one being but must sacrifice his own life
- 73 Caster can resurrect the dead once per year

- 74 Caster can speak with plants once per day
- 75 Caster can speak with the dead once per week
- 76 Caster can speak with waterfowl when he is wet
- 77 Caster can summon a demon but has only 50% chance to control it
- 78 Caster can turn into a statue for 1d10 rounds at will
- 79 Caster can turn invisible while he holds his breath
- 80 Caster cannot attack creatures which do not see him
- 81 Caster cannot be harmed by a fall from any height
- 82 Caster cannot be harmed by any physical means for d20 rounds
- 83 Caster cannot inflict any form of physical harm for d20 rounds
- 84 Caster cannot teleport or be teleported
- 85 Caster crumbles to dust; reappears next sunrise unharmed
- 86 Caster develops a fear of kobolds, those mighty creatures
- 87 Caster develops a fear of wild surges
- 88 Caster develops ambidexterity
- 89 Caster disgorges 1d1000 sunflower seeds
- 90 Caster disgorges a scroll containing a random 7th level spell
- 91 Caster disgorges everything he ate during the last week
- 92 Caster does not need to eat while he has his full hit points
- 93 Caster explodes and dies (Save vs Death to prevent explosion)
- 94 Caster explodes; reforms 2d20 turns later unharmed
- 95 Caster gains (at will) use of one spell of level 4d3-3
- 96 Caster gains a 10% Magic Resistance
- 97 Caster gains one Wish, which must be used within 3 rounds
- 98 Caster gains the ability to read any language
- 99 Caster gains the enmity/friendship of a legendary arch-mage
- 100 Caster gains the enmity/friendship of a legendary warrior

Table 7

- 01 Caster gains the enmity/friendship of a prominent merchant
- 02 Caster gains the enmity/friendship of a thieves' guildmaster
- 03 Caster gains the enmity/friendship of a well-respected mercenary
- 04 Caster gains the enmity/friendship of the owner of a major brothel
- 05 Caster gains the enmity/friendship of the ruler of a major country
- 06 Caster gains the power to grant one Wish to someone else
- 07 Caster gets a strong urge to cast spells whenever he is angered
- 08 Caster gets a Wish, (50% likely to grant the opposite)
- 09 Caster giggles for d10 rounds, spellcasting impossible
- 10 Caster has a scar he attributes to a close call with a dragon
- 11 Caster has magic intuition; +25% to learn spells
- 12 Caster is able to Detect Magic once per turn at will
- 13 Caster is able to Know Time at will
- 14 Caster is able to survive one death (resurrection unnecessary)
- 15 Caster is attended by 1d4 skeletons with no combat ability
- 16 Caster is base AC 4 for d4 days; DEX/armor bonuses still apply
- 17 Caster is hit by 1 HD lightning bolt whenever he hears his name
- 18 Caster is invisible to the target
- 19 Caster is naturally careful; never makes a Critical Fumble
- 20 Caster is not affected by any First Level spells
- 21 Caster is pummelled by hail for 1 turn, losing 4d4 hit points
- 22 Caster is Stoneskinned
- 23 Caster is teleported anywhere, anytime, randomly
- 24 Caster is teleported to the 3d6th layer of the Abyss

- 25 Caster is transported to an Outer Plane for d10 rounds
- 26 Caster is unharmed by next 1d20 hit points of damage he suffers
- 27 Caster loses his spellbook; can't find it again for d4 days
- 28 Caster loses one hit point each time he tells a lie
- 29 Caster loses spellcasting ability for d6 days
- 30 Caster may call down one 3HD lightning bolt per day; no Saves
- 31 Caster may Teleport without Error twice
- 32 Caster moves d10 rounds into future; loses intervening rounds
- 33 Caster omniscient for 1 round, then forgets it all
- 34 Caster polymorphs randomly
- 35 Caster punches himself in the jaw: 50% to knock himself out
- 36 Caster realizes he was formed by a Mirror of Opposition
- 37 Caster sprouts butterfly wings (Fl 6, MC C); remain for d6 days
- 38 Caster suffers full effect of the intended spell: no Save
- 39 Caster suffers reversed effect of the intended spell: no Save
- 40 Caster suffers same spell effect as target
- 41 Caster was Cloned d4 times eight months ago
- 42 Caster's & target's Alternate Prime counterparts appear in area
- 43 Caster's age cycle reverses and doubles: begins aging backwards
- 44 Caster's alignment seems different to each person checking it
- 45 Caster's arm is broken
- 46 Caster's armor or clothing leaps from his body and is sentient
- 47 Caster's armor turns to snow
- 48 Caster's boots become sentient
- 49 Caster's boots become Wizard Locked to his feet
- 50 Caster's boots provide Magic Resistance of 50%
- 51 Caster's boots race off toward their place of manufacture
- 52 Caster's Charisma rises to 19 while in the presence of royalty
- 53 Caster's Charisma tumbles to 2d4 in the presence of royalty
- 54 Caster's familiar doubles in size
- 55 Caster's familiar gains use of the intended spell (1 per day)
- 56 Caster's familiar is released from its bond to him
- 57 Caster's familiar is turned to immobile gold statuette
- 58 Caster's familiar is turned to mobile gold statuette (alive)
- 59 Caster's familiar turns invisible
- 60 Caster's next spell also affects a second, random target
- 61 Caster's next spell appears to be cast at a random ally
- 62 Caster's next spell appears to be cast by a random ally
- 63 Caster's next spell appears to transform him into a demon
- 64 Caster's next spell causes a rainstorm
- 65 Caster's next spell causes a snowstorm
- 66 Caster's next spell causes an outcry from local residents
- 67 Caster's next spell centers Silence, 50' radius on him
- 68 Caster's next spell erases all others from his memory
- 69 Caster's next spell fails spectacularly
- 70 Caster's next spell functions as a spell he's never seen
- 71 Caster's next spell functions as the last spell he used
- 72 Caster's next spell functions with wholly opposite effect
- 73 Caster's next spell ignites his spellbook
- 74 Caster's next spell is accompanied by a loud thunderclap
- 75 Caster's next spell is accompanied by a string quartet
- 76 Caster's next spell is accompanied by horrifying shrieks
- 77 Caster's next spell is accompanied by soothing melodies
- 78 Caster's next spell is actually cast at a random ally
- 79 Caster's next spell is automatically successful

- 80 Caster's next spell is chosen randomly from his memory
- 81 Caster's next spell is not stripped from his memory
- 82 Caster's next spell issues from strange location
- 83 Caster's next spell knocks him unconscious
- 84 Caster's next spell opens a Gate to a Lower Outer Plane
- 85 Caster's next spell polymorphs him into a frog
- 86 Caster's next spell polymorphs him randomly
- 87 Caster's next spell sends him to the Ethereal Plane
- 88 Caster's next spell sends him to the nearest island
- 89 Caster's next spell sends him to the nearest town
- 90 Caster's next spell sends him to where no one speaks Common
- 91 Caster's next spell sheathes him in flame
- 92 Caster's next spell sheathes him in ice
- 93 Caster's next spell sheathes him in mud
- 94 Caster's next spell shocks him silly (d20 HP damage)
- 95 Caster's next spell summons a herd of cattle (or the like)
- 96 Caster's next spell summons a huge, malodorous fog
- 97 Caster's next spell summons a huge, malodorous frog
- 98 Caster's next spell temporarily turns him to stone
- 99 Caster's next spell Wizard Locks all doors within 90 yards
- 100 Caster's next Wild Surge mimics the spell that caused this one

Table 8

- 01 Caster's spellbook and nearest cookbook exchange places
- 02 Caster's spellbook appears to be ablaze whenever he opens it
- 03 Caster's spellbook becomes a stone tablet engraved with spells
- 04 Caster's spellbook becomes sentient, with INT 11+d8
- 05 Caster's spellbook becomes unintelligible to any but him
- 06 Caster's spellbook bursts into illusionary flame for d10 rounds
- 07 Caster's spellbook causes insanity in anyone else browsing it
- 08 Caster's spellbook Enlarges by a factor of 2d10
- 09 Caster's spellbook giggles maniacally when it is opened
- 10 Caster's spellbook is teleported back to his library
- 11 Caster's spellbook slams shut if anyone but him reads it
- 12 Caster's spellbook starts flapping and tries to fly away
- 13 Caster's spellbook turns invisible for d4 days
- 14 Caster's spellbook turns to a mundane item when not in use
- 15 Caster's spellbook, when open, also acts as a portable hole
- 16 Death appears, hugs caster, and vanishes; caster unharmed
- 17 Death appears, swings a mop at caster, and disappears
- 18 Death appears, swings scythe, misses, curses, and disappears
- 19 Death appears, taps caster on shoulder, chuckles, and vanishes
- 20 Everything that happened in previous round is negated
- 21 Gate to random outer plane; 50% extraplanar creature appears
- 22 Gold becomes invisible to the caster
- 23 If caster is slain, his killer must Save vs. Death or also die
- 24 Lightning strikes caster (6d6 HP) next time he kills something
- 25 Nearest dragon's horde teleports to caster's home
- 26 Nearest Lich is teleported to within 120' of caster
- 27 Next 2d10 spells used by caster affect caster & target equally
- 28 Next 2d4 spells used by caster automatically fail
- 29 Next Lich seen by caster is restored to true life
- 30 Next body of warer caster enters freezes solid

- 31 Pack animals shrug off their loads when the caster is nearby
- 32 Pack animals strike up conversations with the caster
- 33 Wild Surge occurs next time caster says his name
- 34 A fountain springs up beneath target's feet
- 35 A hand reaches down from the sky and snatches away the target
- 36 A light rain falls on the target when he's struck by a spell
- 37 A pit 1d100 feet deep opens beneath target; DEX check or fall
- 38 All gems carried by target are turned to ice
- 39 All gems carried by target combust
- 40 All items carried by target age 1000 years
- 41 All items carried by target are desired by outer planes being
- 42 All items carried by target turn sentient and free-willed
- 43 All items carried by target turn to ice
- 44 All of target's precious metal turns to soap
- 45 All target's attribute scores are halved
- 46 All who see target believe him to be a Lich
- 47 All who see target believe him to be the avatar of a minor god
- 48 All within 90' of target check INT or forget who the target is
- 49 An Iron Golem in the target's image appears and attacks
- 50 Any water carried by target fills with gold pieces
- 51 Any water carried by target fills with goldfish
- 52 At death, 1d100 of target's family appear and attack the caster
- 53 At death, target becomes a flesh golem
- 54 At death, target becomes an undead slave to the caster
- 55 At death, target becomes the ruler of an unclaimed Outer Plane
- 56 At death, target has a 10% chance to resurrect at full health
- 57 At death, target is at once resurrected with opposite alignment
- 58 At death, target is canonized by some obscure religion
- 59 At death, target is resurrected and has gained a level
- 60 At death, target is resurrected but continues to decay
- 61 At death, target is resurrected but has lost a level
- 62 At death, target is resurrected but must drink blood to live
- 63 At death, target is resurrected with one week to live
- 64 At death, target is revealed to have been an android
- 65 At death, target transforms into a fire elemental
- 66 At death, target's body is claimed by a tanar'ri
- 67 At death, target's body radiates Darkness, 1 mile radius
- 68 At death, target's corpse animates and stalks the caster
- 69 At death, target's corpse explodes for 1d6X100 HP of damage
- 70 At death, target's corpse traps his soul within it
- 71 At death, target's corpse turns to diamond
- 72 At next Full Moon, target vanishes; witnesses forget who he was
- 73 Bigby's Interposing Hand prevents target from attacking anyone
- 74 Death appears, captures target's soul, and disappears
- 75 Death appears, high-fives target, and disappears
- 76 Death appears, hugs target, and vanishes; target is unharmed
- 78 Death appears, raises dead ally of target, and vanishes
- 79 Death appears, slays creature closest to target, and vanishes
- 80 Death appears, steals target's principal weapon, and disappears
- 81 Death appears, taps target on shoulder, chuckles, and vanishes
- 82 Death appears, watches until target is injured, then disappears
- 83 Every creature within 60' of target rotates 180(
- 84 Lightning Bolt shoots toward target, normal Save applies
- 85 Lightning strikes target (6d6 HP) next time he kills something
- 86 Nearest frog turns into a human (attributes/alignment random)

- 87 Nearest Lich is teleported to within 120' of target
- 88 Nearest scarecrow becomes animate and hunts target relentlessly
- 89 Next boat or ship seen by target sinks
- 90 Next breath exhaled by target becomes free willed Air Elemental
- 91 Next Lich seen by target is restored to life (might be angry)
- 92 Next weapon target wields becomes razor keen
- 93 Next weapon target wields cannot be dropped at will
- 94 Next weapon target wields gains a +1 enchantment
- 95 Next weapon target wields grants him proficiency with it
- 96 Next weapon target wields inflicts equal damage on foe and him
- 97 Next weapon target wields loses +1 enchantment (-1 possible)
- 98 Next weapon target wields makes him attack an ally (d20 rnds)
- 99 Next weapon target wields makes him attack himself(d10 rnds)
- 100 Next weapon target wields sends him into a 2 turn berserk fury

Table 9

- 01 Next weapon target wields strips his proficiency with it
- 02 Next weapon target wields vanishes
- 03 Target and nearest Lich exchange places
- 04 Target becomes invisible
- 05 Target believes he has just spoken with his deity
- 06 Target bestows his alignment upon each creature he touches
- 07 Target bursts into heatless flame for d10 rounds
- 08 Target can assume a second form at will (must be of same race)
- 09 Target can automatically read the next language he hears
- 10 Target can automatically speak the next language he hears
- 11 Target can automatically speak the next language he reads
- 12 Target can choose to succeed any one roll in the next 24 hours
- 13 Target can climb trees as nimbly as a cat or monkey
- 14 Target can command demons but doesn't know how many times (1d6)
- 15 Target can Command the caster, as by the spell
- 16 Target can Comprehend all spoken languages for d10 days
- 17 Target can Comprehend all written languages for d8 days
- 18 Target can control the next Illusion he disbelieves
- 19 Target can Dispel Evil (or Good) once at will
- 20 Target can Feign Death at will when naked
- 21 Target can fly at normal Movement Rate but can no longer walk
- 22 Target can Heal with a touch but is 50% likely to die
- 23 Target can hear any conversation whose participants he can see
- 24 Target can identify gems and approximate their value on sight
- 25 Target can kill with a touch but is 50% likely to die as well
- 26 Target can Polymorph Self(ONCE)
- 27 Target can Resurrect one being but must sacrifice his own life
- 28 Target can resurrect the dead once per year
- 29 Target can see perfectly well in absolute darkness
- 30 Target can summon a demon but has only 50% chance to control it
- 31 Target can teleport at will, but arrives at current location
- 32 Target can Wish the death of one being but will also die
- 33 Target cannot be harmed by any physical means for d10 rounds
- 34 Target cannot be magically held
- 35 Target cannot breathe while exposed to direct sunlight
- 36 Target cannot die while the caster lives
- 37 Target cannot inflict any form of physical harm for d10 rounds

- 38 Target cannot tell a deliberate lie
- 39 Target coughs up strange items: needles, spiders, pebbles, etc.
- 40 Target develops a fear of kobolds, those mighty creatures
- 41 Target develops a fear of rabbits
- 42 Target develops a fear of the caster
- 43 Target develops a fear of wild surges
- 44 Target disgorges a black pudding
- 45 Target disgorges a scroll containing a random 7th level spell
- 46 Target disgorges everything he ate during the last week
- 47 Target Enlarged by a factor of d20
- 48 Target explodes and dies (Save vs Death to prevent explosion)
- 49 Target explodes as a Fireball of Hit Dice equal to 2x his Level
- 50 Target explodes permanently when hit points fall to 1/2 total
- 51 Target explodes under every Full Moon; reforms at dawn
- 52 Target explodes; reforms 2d20 turns later unharmed
- 53 Target falls madly in love with caster
- 54 Target flares like burning magnesium for one round
- 55 Target forgets how to use his principle weapon
- 56 Target forgets how to walk
- 57 Target forgives his current worst enemy
- 58 Target gains (at will) use of one spell of level 4d3-3
- 59 Target gains a 10% Magic Resistance
- 60 Target gains Flight as potion
- 61 Target gains proficiency in the next weapon type he touches
- 62 Target gains the friendship/enmity of a legendary arch-mage
- 63 Target gains the friendship/enmity of a legendary warrior
- 64 Target gains the friendship/enmity of a prominent merchant
- 65 Target gains the friendship/enmity of a thieves' guildmaster
- 66 Target gains the friendship/enmity of a well-respected mercenary
- 67 Target gains the friendship/enmity of the owner of a major brothel
- 68 Target gains the friendship/enmity of the ruler of a major country
- 69 Target gains the power to grant one Wish to someone else
- 70 Target has no HP; each attack is (dmg x 10)% likely to kill him
- 71 Target invites random foe to join his party
- 72 Target is able to Detect Magic once per turn at will
- 73 Target is able to succeed any one roll automatically each day
- 74 Target is able to survive one death (resurrection unnecessary)
- 75 Target is affected as by a permanent Haste spell
- 76 Target is affected as by a permanent Slow spell
- 77 Target is befriended by nearest Lich
- 78 Target is burned by a large magical explosion; loses 16 HP
- 79 Target is Cloned
- 80 Target is covered in a chocolate shell
- 81 Target is covered with butter every time he's hit by magic
- 82 Target is dispatched to a random plane, as spell
- 83 Target is granted one wish during each of the next 1d4 years
- 84 Target is Healed the next time he suffers 10 HP of fire damage
- 85 Target is heroic; immune to fear and confusion
- 86 Target is hit by 1 HD lightning bolt whenever he hears his name
- 87 Target is immortal, but has a fatal weakness (ie., cannot move)
- 88 Target is immune to all injury except fire
- 89 Target is immune to all injury except that caused by the caster
- 90 Target is immune to all injury inflicted by the caster
- 91 Target is invisible to undead, who are also invisible to him
- 92 Target is naturally careful; never makes a Critical Fumble

- 93 Target is not affected by any First Level spells
- 94 Target is Paralyzed
- 95 Target is pummelled by hail for 1 turn, losing 4d4 hit points
- 96 Target is randomly teleported 100 miles (50% chance Up or Down)
- 97 Target is reduced to 1 Hit Point
- 98 Target is rendered mute and bursts into invisible flame
- 99 Target is repulsed by holy symbols
- 100 Target is resurrected the next time he is slain (NO CON loss)

Table 10

- 01 Target is roasted by a huge magical explosion; loses 32 HP
- 02 Target is scorched by a tiny magical explosion; loses 2 HP
- 03 Target is singed by a medium magical explosion; loses 8 HP
- 04 Target is Stoneskinned
- 05 Target is toasted by a small magical explosion; loses 4 HP
- 06 Target is transported to an Outer Plane for d10 rounds
- 07 Target is unharmed by next 1d20 hit points of damage he suffers
- 08 Target is wracked with guilt whenever he's hit by magic
- 09 Target jumps up and down whenever he's hit by magic
- 10 Target leaps 90' straight up and lands without harm
- 11 Target learns 1d3 languages during the next 2 months
- 12 Target levitates 1' above ground, retains normal Movement Rate
- 13 Target levitates 20' for d3 turns
- 14 Target loses all proficiency in all weapons
- 15 Target loses/gains spellcasting ability for d6 days
- 16 Target may cast any spells currently memorized by caster
- 17 Target may Teleport without Error twice
- 18 Target melts over next d6 rounds unless Remove Curse is cast
- 19 Target moves as though he is underwater
- 20 Target moves d10 rounds into future; loses intervening rounds
- 21 Target must roll a STR check: if successful, he gains 1d4 STR
- 22 Target must roll for System Shock for each wound or pass out
- 23 Target never needs to bathe to remain clean
- 24 Target no longer feels hunger and must be reminded to eat
- 25 Target no longer needs to breathe (as Ioun Stone)
- 26 Target omniscient for 1 round then forgets everything
- 27 Target only needs to eat once per week
- 28 Target polymorphs randomly
- 29 Target Possesses caster for d10 rounds
- 30 Target punches himself in the jaw: 50% to knock himself out
- 31 Target punches the person standing nearest to him
- 32 Target regains all spells he cast within last 24 hours
- 33 Target regenerates 1 HP/round for the next 20+d20 rounds
- 34 Target sees through caster's eyes and vice versa
- 35 Target shatters into countless little cubes; reforms in 1 turn
- 36 Target was Cloned d4 times eight months ago
- 38 Target's armor turns to silk (AC 10)
- 38 Target's blood is acidic, corroding weapons which cut him
- 39 Target's blood is flammable
- 40 Target's blood scorches the ground where it is spilt
- 41 Target's blood scribes runes into the ground where it is spilt
- 43 When target dies, everyone nearby weeps mournfully
- 44 When target dies, his corpse decays in a matter of moments

45 When target dies, his corpse detonates as a 10 HD fireball
46 When target dies, his corpse digs a pit & lays itself to rest
47 When target dies, his corpse discharges all memorized spells
48 When target dies, his corpse is consumed in a plume of fire
49 When target dies, his corpse is found to be completely hollow
50 When target dies, his corpse is found to be filled with gold
51 When target dies, his corpse mummifies in a matter of moments
52 When target dies, his corpse rises like a revenant and attacks
53 When target dies, horrible laughter fills the air
54 Wizard Mark reading "Kick me" forms on target's back
55 Death appears; all who see her must Save or fall unconscious
56 Death appears, captures soul of a random being, and disappears
57 Death appears, gives a random object to someone, and vanishes
58 Death appears, grabs a random object from someone, and vanishes
59 Death appears, watches scene with interest, then vanishes
60 Death decides to erect a summer cottage in the vicinity
61 Nearest government official is found to be a 5 year old child
62 Nearest government official is found to be a demigod
63 Nearest government official is found to be a medusa
64 Nearest government official is found to be a nymph
65 Nearest government official is found to be a tanar'ri
66 Nearest government official is found to be a vampire
67 Nearest government official is found to be an illithid
68 Nearest Red Dragon is summoned; appears in 5d10 rounds
69 - 72 Wild Surge occurs whenever a spell is miscast in the area
73 - 76 Wild Surges are henceforth twice as likely to occur in the area
77 - 80 Caster picks between two more surge rolls, as Hornung's Surge Selector.
81 - 84 No effect, but the next surge the caster causes will have two effects.
85 - 88 All spells cast by the caster during the next 24 hours will generate a wild surge.
89 - 92 Roll again and double effects.
92 - 95 Re-roll, affects both caster and target.
96 - 99 Nothing happens. The DM should roll many dice, and chuckle a bit.
100 - Caster can now cast and learn the next level of spells.